



TAPE 17 L.T. Little Terrestrial

SIDE 1. LITTLE TERRESTRIAL Everyone uses there own control handle
 SIDE 2. LITTLE TERRESTRIAL All players use control handle # 1.

INPUT INSTRUCTIONS ARE: Just key in :INPUT GD and start the tape. Select # of PLAYERS with knob # 1. and trigger.

SCREEN # 1 (STEPS) The object of this phase is to get L.T. up the steps to the telephone. To do this use your joystick for left and right and the trigger to make L.T. jump up to the next step. Be careful not to over-shoot the step. Once you reach the top you go on to the next screen.

SCREEN # 2 (THE PITS) Using the joystick in the same manner as screen 1. jump up to the platform above through a hole. You will have to move left or right to make it to the level or you will fall back through the same hole you jumped through. The moving "pits" are trouble, you may need them to go from one level to the next but they will also be your "downfall". You will need to plan a little strategy to reach the phone in this one.

SCREEN # 3 (ZAPPING GAPS) Use the joystick for up,down, left and right to move through the moving gap. Don't touch any walls or you are ZAPPED.

SCREEN # 4 (STEPPING STONES) Same joystick use as in screen 1. and 2. Jump up to the stones to reach the space ship. You may jump through a stone and stand momentarily on a moving stone as you jump to a solid one. Careful of the moving stones, they make solid stones disappear and if you happen to be standing on a solid one you will fall through it. Plan your moves before you start so you don't find yourself stranded in the middle of nowhere.

SCREEN # 5 (L.T. FLYS HDME, ALMDST) This lets you know you have made it through the first level but L.T. gets in trouble and is sent back to start over. THIS TIME WDN'T BE AS EASY AS THE ONE BEFORE.

SCDRING

Each screen has its own way of scoring 1,2,and 4 are based on time. you must complete the screen by reaching the top to get a score. You have limited time to make it each second "ticks" points off of your score so make your move fast. Score values increase with progressing skill levels. Screen # 3 is the only screen based on how far you get. You are sure to get something if you get to this screen. A BDNU\$ is given for getting past all 5 ZAPPING GAPS based on the skill level you have reached.

PLAYERS TURNS

Scores are shown at the top of the screen. If more than one player is playing, he continues to play until he falls or is zapped. You cannot touch a wall in any screen or you get "ZAPPED". Play goes on to the next player and is noted by the lighted PLAYER NUMBER at the top of the screen.

THE END

This appears after all players have lost five lives each. To start a new game pull the trigger. DO NOT HALT THE PROGRAM AT ANY TIME DR IT WILL RESET AND YDU WILL HAVE TO RE-LOAD IT FRDM TAPE.